

ALLOTMENT GAMES

Case-study of a fan-based board-game production

'Making Openness' track, Open Symposium, 05.11.2009



Andrew Gryf Paterson

Medialab, University of Art and Design Taik

INTRODUCTION

Motivations

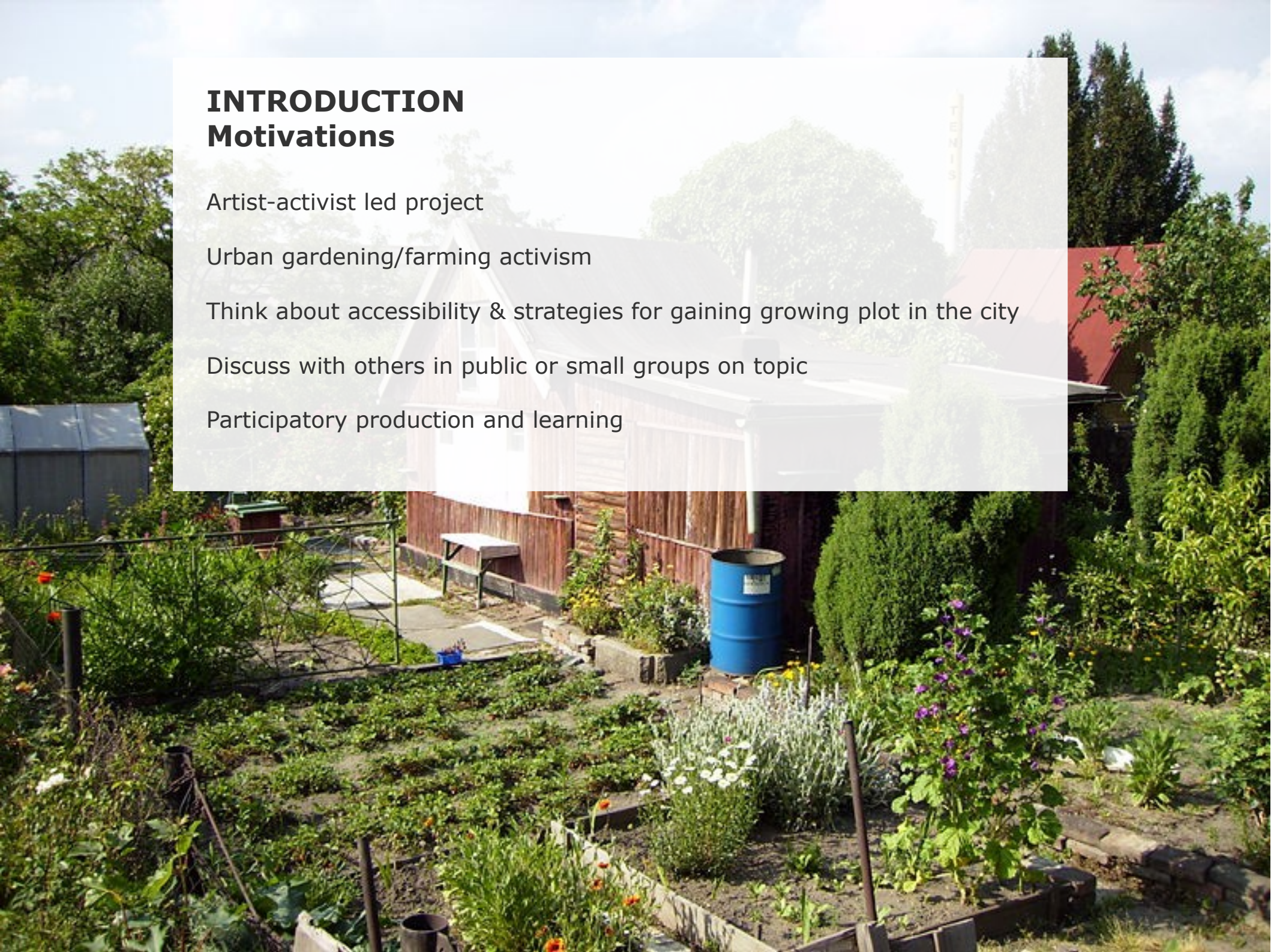
Artist-activist led project

Urban gardening/farming activism

Think about accessibility & strategies for gaining growing plot in the city

Discuss with others in public or small groups on topic

Participatory production and learning



INTRODUCTION

Characteristics of 'openness'

Case-study of a creative agenda-based production

Transparency (components and processes are accessible to learn from)

Participatory (where people are involved, shaping development)

Malleable (outcomes/goings are editable, flexible for evolvments)





BACKGROUND

Allotment food production

Emerged with increasing urbanisation and industrialisation

Social-democratic principles

Between a matter of necessity (food security) and a leisure activity

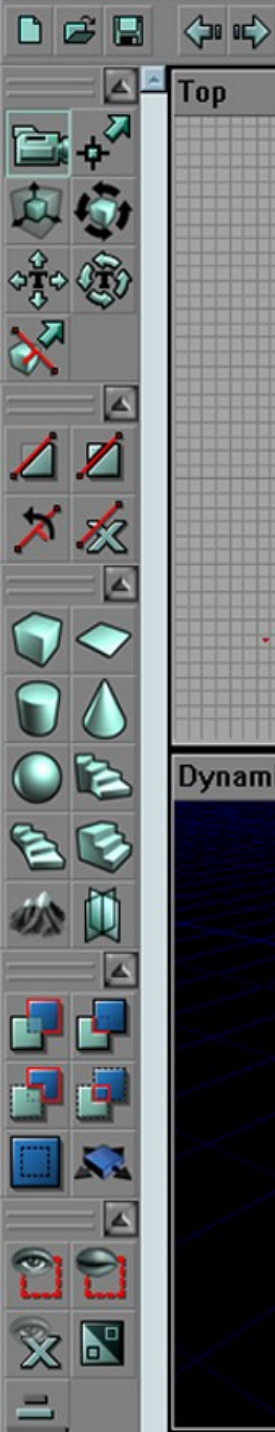
Privatisation of allotments and long waiting-lists

Digging for Victory (Anglo-speaking campaign: WWII & Climate Change)

“Guerilla Gardening” as political, direct action

Artist-activist projects (esp. DK & USA) **intervening in public space**

Recent campaign in summer 2009 by Dodo ry. in Helsinki Metropolitan area to advocate for increased number of growing plots for residents



BACKGROUND

Fan-based game modification & development

Emerged with home-computing and distribution of code/editing tools

Highly developed online communities, forums and skill-sharing tutorials

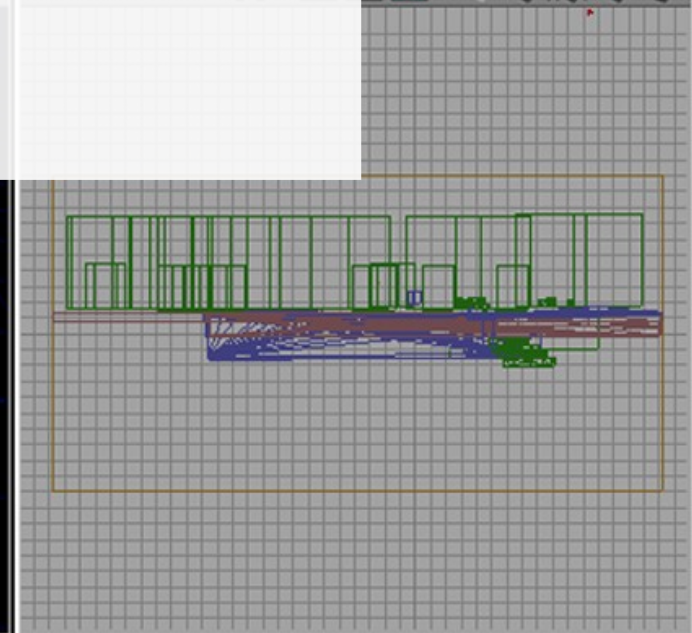
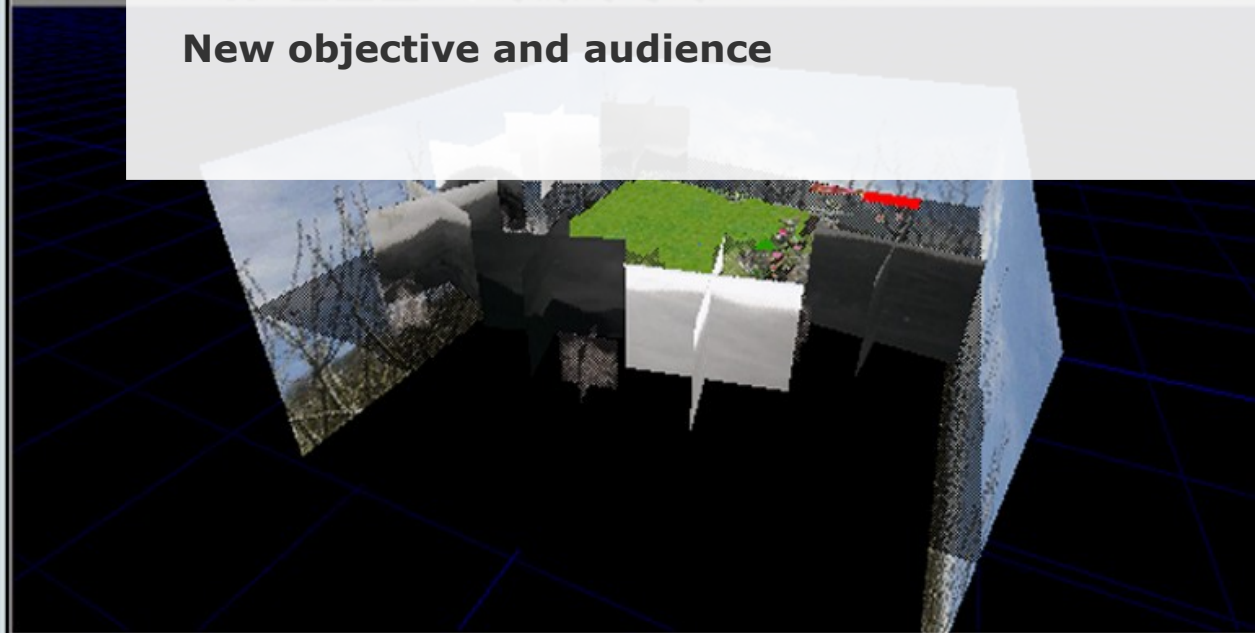
Fan-based adaptations in game design

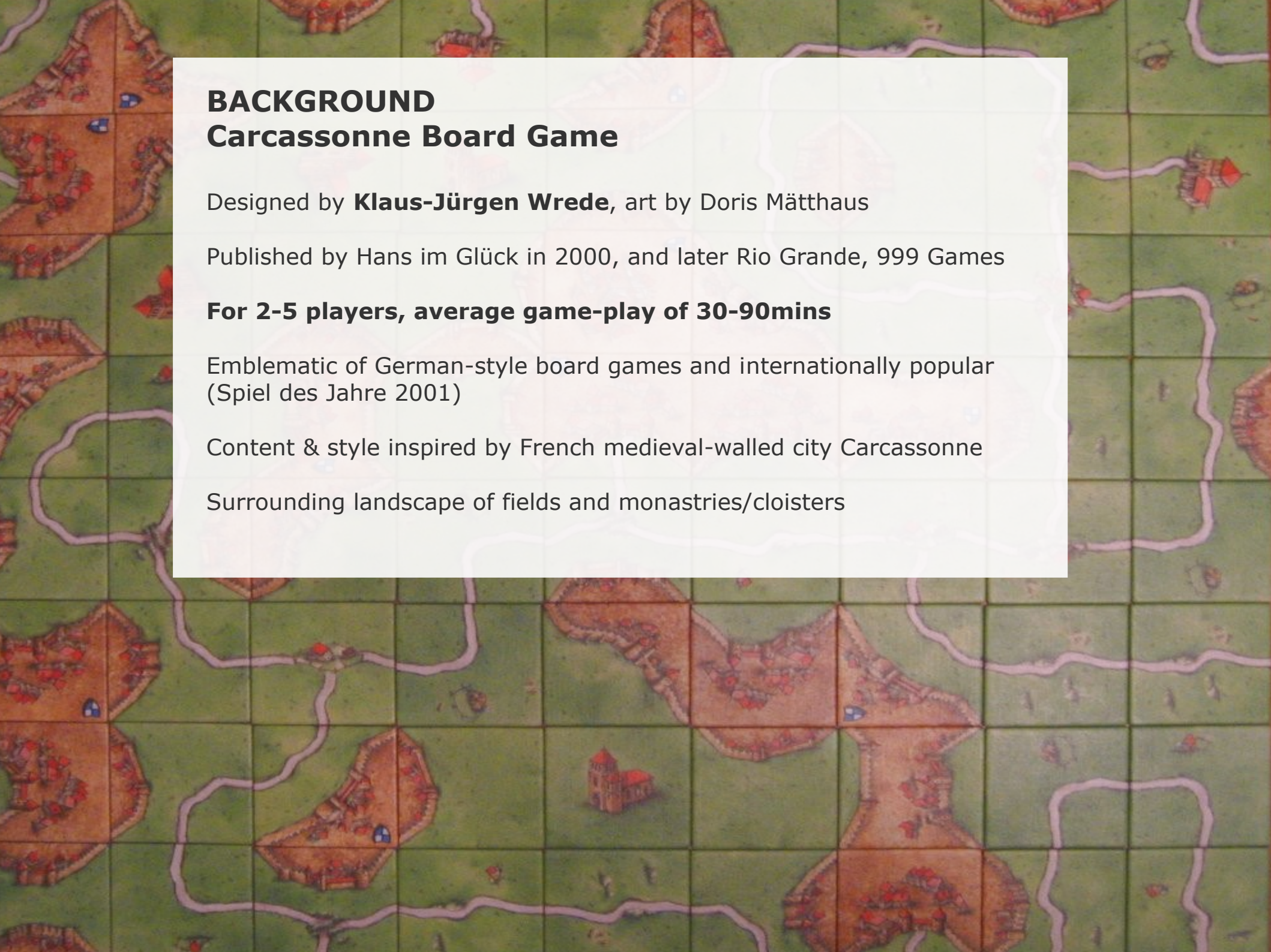
Modding (modification of rules to suit a different context or objective)

Skinning (maintaining rules, keeping 'mechanics' of original,
but replacing 'surface' with new visual graphic or rhetoric)

New skin for game can adapt appearance and attractiveness for..

New objective and audience



The background of the slide is a detailed map from the Carcassonne board game. It features a green grid representing fields, with brown walled cities and red-roofed buildings scattered across it. Winding purple lines represent rivers. The map is partially obscured by a white text box in the upper center.

BACKGROUND

Carcassonne Board Game

Designed by **Klaus-Jürgen Wrede**, art by Doris Mätthaus

Published by Hans im Glück in 2000, and later Rio Grande, 999 Games

For 2-5 players, average game-play of 30-90mins

Emblematic of German-style board games and internationally popular (Spiel des Jahre 2001)

Content & style inspired by French medieval-walled city Carcassonne

Surrounding landscape of fields and monastries/cloisters



BACKGROUND

Carcassonne Board Game

Game mechanics

Rotary-turn **tile placement** (selected 'blind' from pile: random)

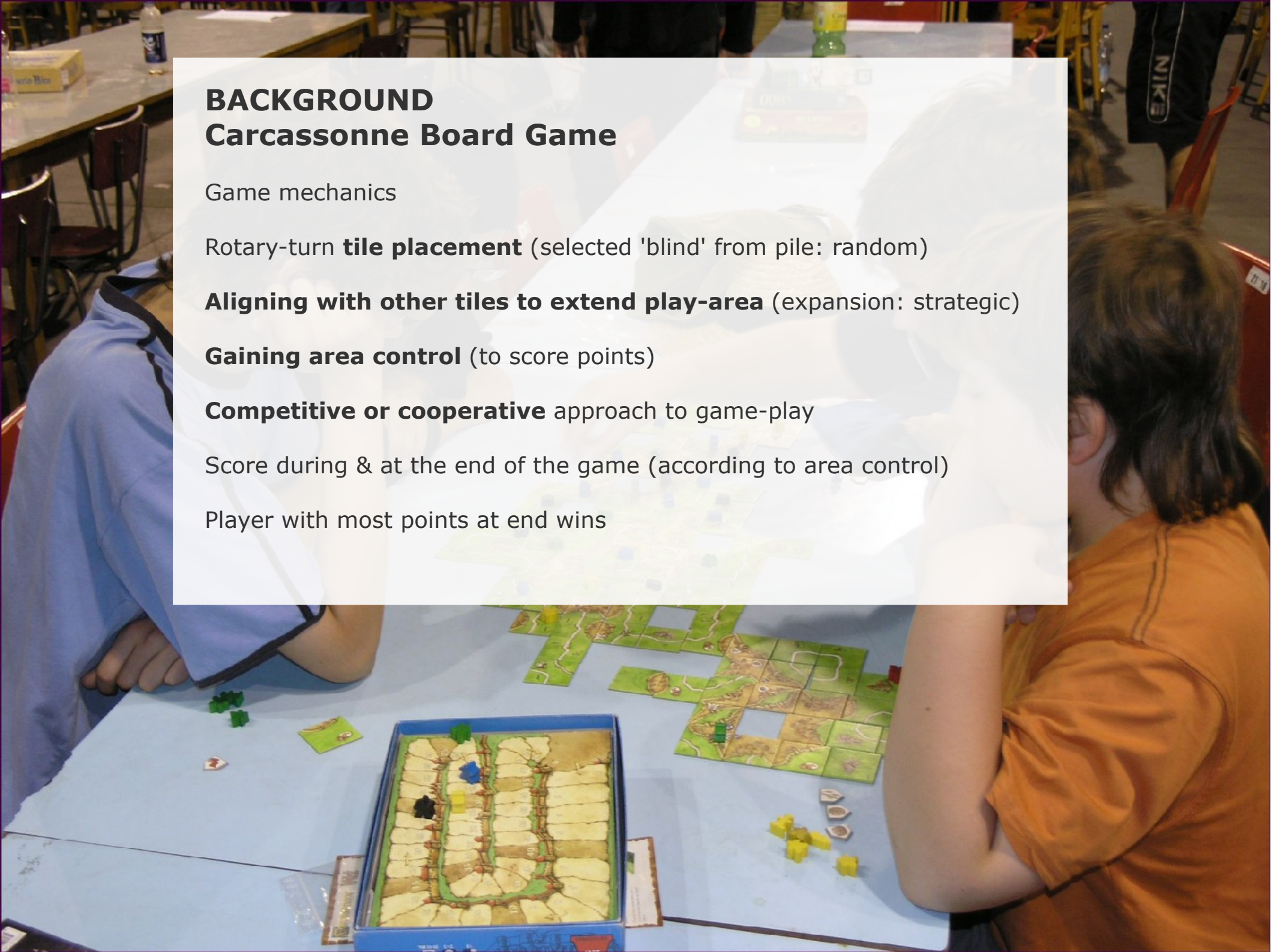
Aligning with other tiles to extend play-area (expansion: strategic)

Gaining area control (to score points)

Competitive or cooperative approach to game-play

Score during & at the end of the game (according to area control)

Player with most points at end wins





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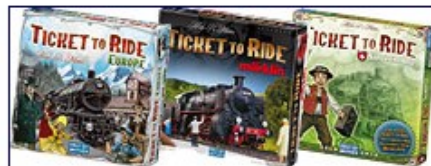
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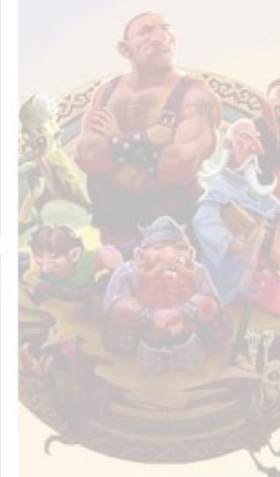
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A Variety of Maps
and Expansions
"Fantastic family game!"



SmallWorld

... A World
too Small to
Accommodate
Them All!

DAYS OF
WONDER

Board Game Entry

Carcassonne (2000)

User Rating: ★★★★★★☆☆ 7.49 / 10 (20045 Ratings)

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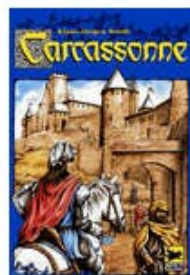
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Information

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Designed By [Klaus-Jürgen Wrede](#)Art By [Doris Matthäus](#)

999 Games

Albi

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Year Published 2000

of Players: 2 – 5

 User Suggested # of
 Players: Best with 2 players
 Recommended with 2, 3, 4, 5 players
 (491 voters) [\[poll\]](#)

Playing Time 60 minutes

Mfg Suggested Ages 8 and up

User Suggested Ages 8 and up

[War of the Ring](#)
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[Imperial 2030](#)
[Puerto Rico](#)
[Arena - Roma II](#)

Description [Edit](#) | [History](#)

A clever tile-laying game. The southern French city of Carcassonne is famous for its unique Roman and Medieval fortifications. The players develop the area around Carcassonne and deploy their followers on the roads, in the cities, in the cloisters, and in the fields. The skill of the players to develop the area will determine who is victorious.

Large Expansions:

- [Inns & Cathedrals](#) (2002)
- [Traders & Builders](#) (2003)
- [The Princess & the Dragon](#) (2005)
- [The Tower](#) (2006)
- [Abbey & Mayor](#) (2007)
- [Count, King, and Cult](#) (2008, HiG only. Repackaged as full expansion.)
- [The Catapult](#) (2008)
- [Wheel of Fortune](#) (2009, can replace base game)

Small Expansions:

- [The River](#) (2001, now included in Rio Grande Base Game)
- [King & Scout](#) (2003)
- [The Cathars](#) (2004, Spielbox only)
- [The Count of Carcassonne](#) (2004)
- [The River II](#) (2005)
- [Games Quarterly Expansion "GQ11"](#) (2006, Games Quarterly only)
- [The Cult](#) (2008, Spielbox only)
- [Cult, Siege and Creativity](#) (2008, Rio Grande only, includes The Cult and a Cathars remake)
- [Der Tunnel](#) (2009, Spielbox only)

Repackaged Expansions:

- [Kreivi ja Kuningas](#) (2006, Lautapelit.fi only)

Part of the [Carcassonne series](#).

More Information [Edit](#) | [History](#)

Awards

- 2004 [Vuoden Perhepelin](#) Winner.
- 2002 [Årets Spel](#) Winner, Best Family Game.
- 2001 [Spiel des Jahres](#) Winner, Game of the Year.
- 2001 [Deutscher Spiele Preis](#) Winner, Game of the Year.
- 2001 [Nederlandse Spellenprijs](#) Nominee, Game of the Year.
- 2001 [Spiel der Spiele](#) Hit Games with Friends Winner.
- 2000 [Meeple's Choice Award](#) Winner.

Online Play

- [BrettspielWelt](#) (real-time, with expansions)
- [Aso Brain Games](#) (real-time, with Inns and Cathedrals and Traders and Builders expansions)
- [Xbox LIVE Arcade](#) (real-time, officially licensed, with King and Scout, River and River II expansions)

Microbadges



Components (Rio Grande Base Game):

- 72 Land Tiles
- 10 Followers (5 in 5 Colors)

More Information [Edit](#) | [History](#)**Awards**

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- [Xbox LIVE Arcade](#) (real-time, officially licensed, with King and Scout, River and River II expansions)

Microbadges**Components** (Rio Grande Base Game):

- 72 Land Tiles
- 40 Followers (8 × 5 Colors)
- 1 Scoring Track
- 1 Rule Booklet
- [The River Expansion](#) is now included with the Base Game (12 River Tiles)

Special Editions


The table below indicates which expansions were included in the various compiled editions that have been available (✓ included; – not included):

Set	<i>Limited</i> 2003	<i>Big Box</i>		
		2006	2008	2009
Carcassonne	✓	✓	✓	✓
The River	✓	✓	✓	–
Inns & Cathedrals	✓	✓	✓	✓
Traders & Builders	✓	✓	✓	✓
Princess & Dragon	–	✓	✓	✓
The Tower	–	✓	–	–
Abbey & Mayor	–	–	✓	✓
River II, Count, King & Cult	–	–	✓	✓

BGG Marketplace[\[Browse »\]](#) [\[Sell »\]](#)Pg. 1 

Very Good	£10.00	2-Nov-2009	
New	\$18.00	28-Oct-2009	
New	\$20.00	28-Oct-2009	
Very Good	\$30.00	24-Oct-2009	

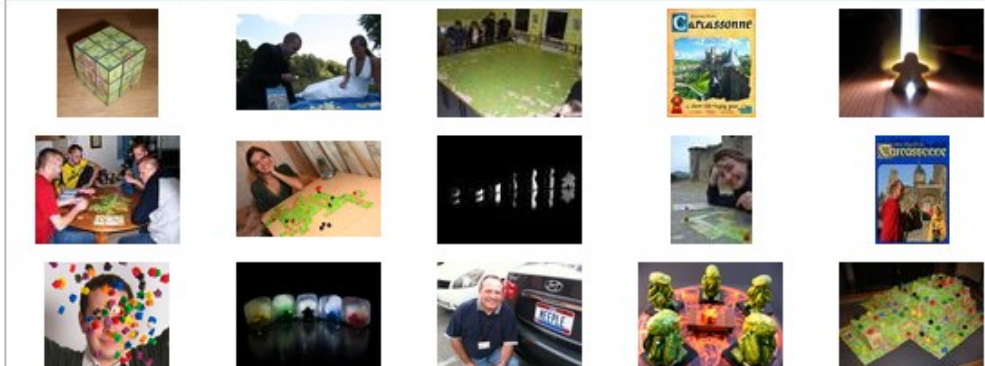
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Carcassonne	2d 1h 34m	\$ 22.95	0 bids
CARCASSONNE BIG BOX 2	27d 49m	\$ 45.36	
CARCASSONNE BIG BOX 2	26d 21h 27m	\$ 54.00	

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0	Rules	Meeple-Pig Thing	2009-10-29	h4xz0r5	1
3	Variants	multiple tiles in hand variant?	2009-10-28	Neo42	8
0	Rules	Just a quickie...	2009-10-25	thechangl...	1
2	Rules	Carcassonne Rules	2009-10-23	AceRyder	5
1	General	Why isn't the basic Carcassonne set perfect and how did they decide the distribution of tiles? [Page 1,2]	2009-10-22	hobitti	28
5	Reviews	Kevin's Fun-Filled, Five-Point Reviews	2009-10-16	pacman88k	0
0	General	Carcassonne vs Carcassonne: Wheel of Fortune	2009-10-16	thequietpunk	10
1	General	A Simple Question: Carcassonne or Dominion?	2009-10-14	thequietpunk	12
10	Reviews	Family Focus Reviews: Carcassonne	2009-10-14	slaqr	0

Recommendations



Very Weak Recommendations

The Settlers of Catan	Ticket to Ride	Bohnanza	Lost Cities
Puerto Rico			


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0	Large Carcassonne Meeple	Carcassonne Meeple in Sketchup. Is water tight and can be 3D printed.	Count Sparkula 2009-10-21
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3	Carc Scoring Summary including I&C and T&B	Simple scoring summary (3rd edition rules) for Base Game + Inns & Cathedrals + Traders & Builders. Now as PDF.	manukajoe 2009-08-31
4	Carcassonne rules in estonian	Estonian rules for the game!	binraix 2009-07-19
1	3D Meeple model	Someone ask for a 3D Meeple so I made one in 3D studio Max 8. You will need Max 8 to	Morrison

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4	Carcassonne rules in estonian	Estonian rules for the game!	binraix 2009-07-19
1	3D Meeple model	Someone ask for a 3D Meeple so I made one in 3D studio Max 8. You will need Max 8 to open the file.This was done in 5 min and there is no texture.	Morrison 2009-05-02
1	Ten Variants for Carcassonne Using Hunters&Gatherers Tiles From King&Scout	Do you own Carcassonne:King & Scout but don't own Carcassonne:Hunters & Gatherers? Here are some ways to use those tiles so that they do not go to waste. Also included are other variants, including variants for using the King and Robber tiles. This document is written in English.	dimitroff 2009-04-23
10	SoloPlay_Carcassonne_wExpansions_v1.pdf	File contains an [b]updated player's aide color scheme[/b] making it easier to read the text over the background. This file [u]does not contain the rules for SoloPlay - Carcassonne[/u] only the player's aide. Thanks to Denny Lau (BGG User - xmanden) for the suggestion.	GameRulesforOne 2009-04-13
1	Fighters & Scholars expansion	This unofficial expansion allows followers to be trained to two levels. Trained followers then have an opportunity to alter the outcome of confrontations e.g. the dragon, the tower etc. This zip file contains: 12 training tiles (land tiles that also give points bonuses) 6 double sided outcome tiles or 12 single sided outcome tile Red & Green tile backs for single sided outcome tiles 12 double sided level tokens 12 double sided training tokens 1 x 9 page rules book	edmil 2009-04-08
1	Historical Score sheet	This is a PDF version of the Excel files.	jgilmour 2009-03-31

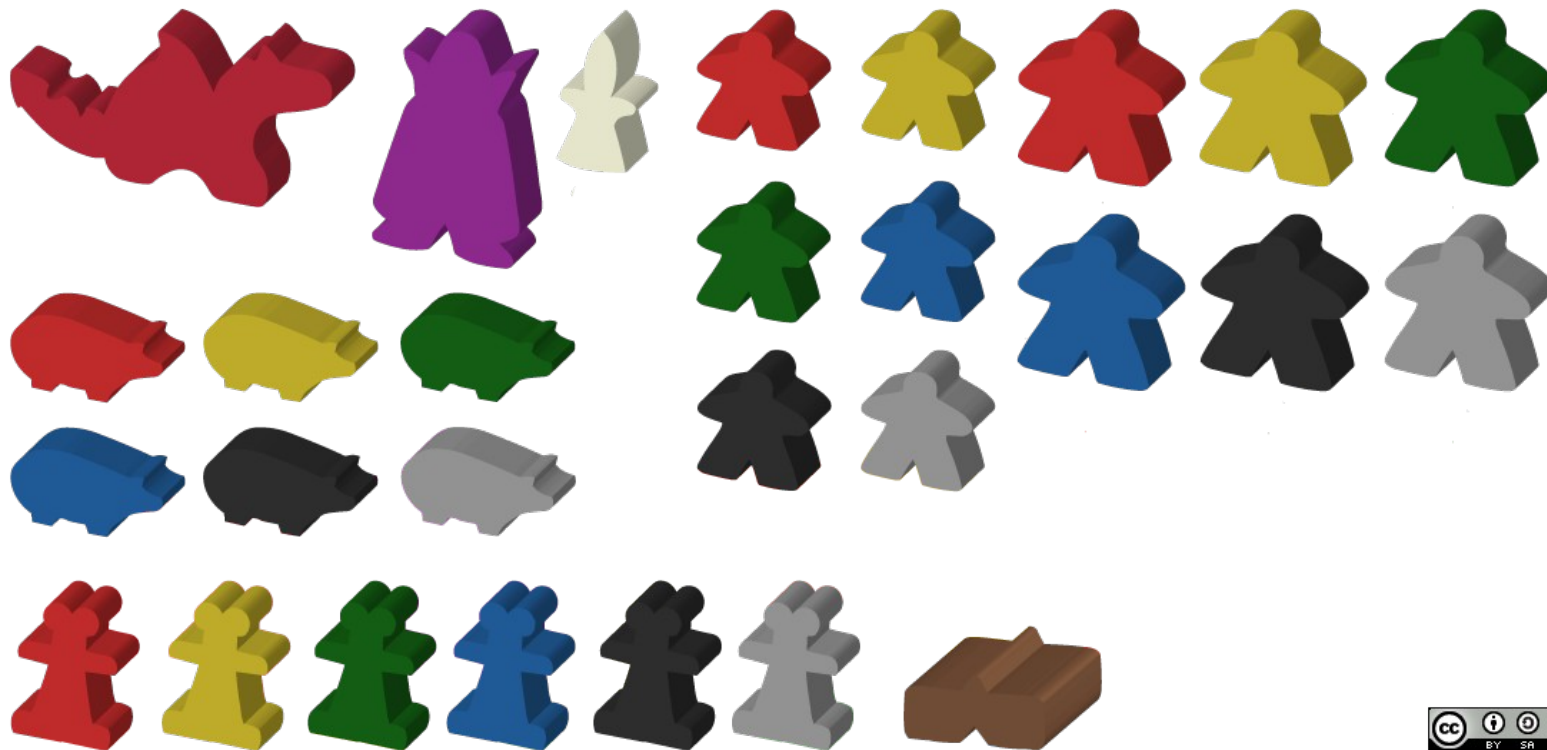
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Statistics		
Board Game Rank:	64 	Personal Comments: 6057
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BACKGROUND

Carcassonne Board Game

Fan-produced game-pieces (meebles) with Creative Commons license to print
By Oskar Lindqvist at www.tranberry.se



BACKGROUND

Carcassonne Board Game

Fan-made 'skinned' game called 'Pirates and Plunder'
Designed by Brian Bird & Richard T. Rowan, art by Jerry Lee (2004)



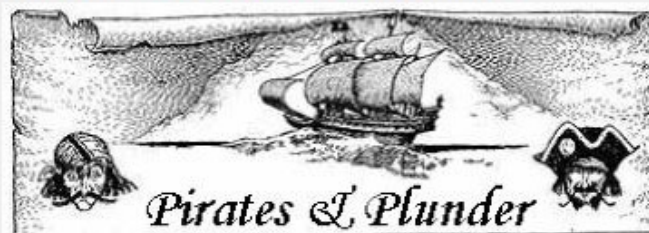
Naturelich Games

Naturelich likes playing boardgames. Read what it means to be a Brettspieler.

« The math behind Carcassonne | Main | Session reports, September 10th »

» Pirates and Plunder - A fan-produced Carcassonne style game

tags: [Carcassonne](#) - [Expansion](#) - [Pirates](#) - [Review](#) - [Theme](#)



Pirates and Plunder is an unofficial clone of Klaus Jürgen Wrede's [Carcassonne](#), designed by Brian L. Bird and Richard Thames Rowan. The biggest difference to the extensions I have reviewed so far: this one is a standalone game which cannot be combined with Carcassonne. Due to some legal issues, the authors now call the game *Pirates and Plunder*, without a reference to the original game.

Pirates and Plunder is a pirate-like game that recreates the Carribean sea. This sets the game apart from the classic medieval motif. In addition it's not even related to the famous French [walled city](#) which posed as theme for the original game. I therefore guess it's only fair to omit the reference to Caracssonne. But interational copyright law is probably a bit more complicated - so I leave all this up to the experts and finally start concentrating on the actual review...



Port tile from *Pirates and Plunder* (here, Harbormasters can collect rum). (c) by Brian L. Bird and Richard Thames Rowan.

Design

The game is completely fan-produced. The authors invented their own tile style. In this case, the design can best be described as homemade. The game has an original selfmade-feeling to it. For me, who really likes well-designed games, this is a small drawback. Of course, I do not expect a professional design in a fan-produced game. In this case, however, I believe one could invest some time to improve the design and thereby increasing the fun-factor a lot.

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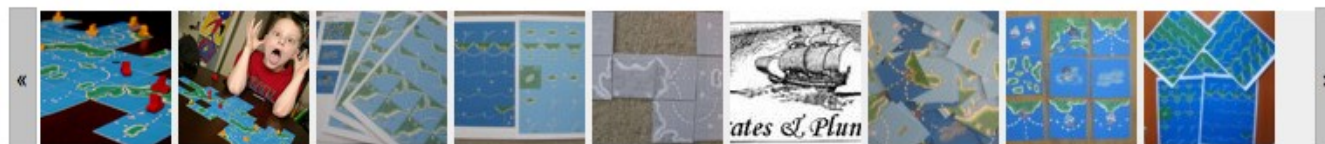
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Pirates & Plunder

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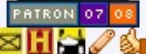
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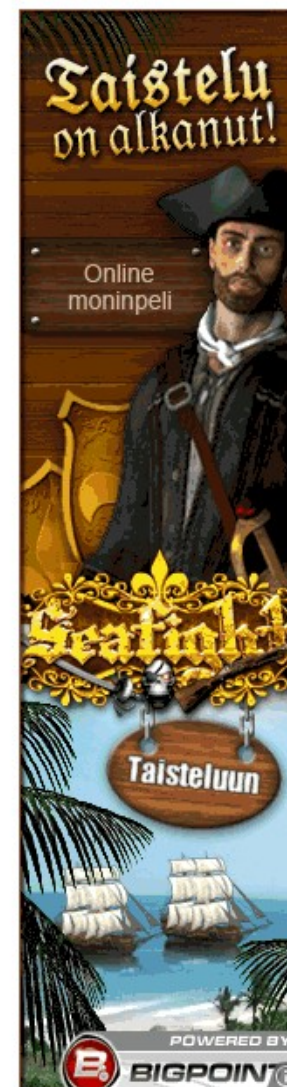
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SIIRTOLAPUUTARHAPELIT GAME DEVELOPMENT Concept

To create a new skin of Carcassonne game which transfers/swaps

Visual style from medieval to contemporary landscape

Representing allotment gardens and growing plots in the city

Use the game, and the **strategic area control** game mechanic as analogy for real-life context

Board-games with simple (maybe familiar) rules

Gather people face-to-face, participatory, round-the-table play

Lowering the threshold for conversation on topic

Learning about how to gain an actual allotment or growing plot

SIIRTOLAPUUTARHAPELIT GAME DEVELOPMENT

Production collective

4 Collaborators (also fans of Carcassonne game)

Natalia Kulka (Illustrator based in Warsaw)

Wojtek Mejor (Graphic artist based in Warsaw)

Lotta Kauppi (Illustrator based in Helsinki)

Simo Haanpää (Urban studies researcher based in Helsinki)

'Hobby project' in spare-time among other works
Minimum budget (150€)

.

Presentation context of **Megapolis2024**, 26.09.2009

Yearly event organised by Dodo ry. about urban environmental issues

Topic in 2009: **Food and the City**

SIIRTOLAPUUTARHAPELIT GAME DEVELOPMENT

Sharing production & process

Make transparent our process (tasks & preliminary sketches)



Siirtolapuutarhapelit

ALLOTMENT CULTURE & URBAN FARMING ACTIVISM

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We play & grow!



A Finnish-Polish artist and illustrator collective create a board-game resembling Carcassonne, where instead of walled cities, fields and monasteries, there are allotment plots, suburban streets and saunas. Playing the game, gathering points for acquiring and maintaining allotment plots, we also discuss the strategies to gain a real-life one!

Pelaamme ja kasvaal!

Suomalais-puolalaisen taiteilija- ja graafiggoryhmän kehittämässä, Carcassonnea muistuttavassa lautapelissä vilahtelevat luostareiden ja kaupunkien sijaan siirtolapuutarhapalstat, saunat sekä kadut. Pelaamalla voi kehittää siirtolapuutarhapalstan hankkimisen ja ylläpitämisen liittyviä strategisia kykyjään!

Gramy i rośniemy!

Grupa artystów/ilustratorów z Polski i Finlandii tworzy własne wersje gry planszowej Carcassonne, gdzie zamiast murowanych miast, pól i klasztorów są działki rekreacyjne, blokowiska i sauny. Grając w grę i zbierając punkty za zdobywanie i utrzymywanie działek, równocześnie debatujemy nad możliwościami pozyskania takowych w realu!

Contact for more info, share experiences, or invite us to play where you are..

Siirtolapuutarhapelit

ALLOTMENT CULTURE & URBAN FARMING ACTIVISM

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Tasks

Siirtolapuutarhapelit – tasks & schedules

Julkaisija: [Google-dokumentit](#) [Ilmoita väärinkäytöstä](#) –

name	task 1	deadline	task 2	deadline	task 3
Andrew Paterson	transfer tile logics & game scoring	21 Jul 2009	connector' and communications	ongoing	prepare slide show
Wojtek Mejor	draft illustration design	7 Aug 2009	gather data about polish dzielki; final illustration design	7 Sep 2009	make info sheet about Polish situation in Polish/English?
Natalia Kulka	draft illustration design	7 Aug 2009	final illustration design	12 Sep 2009	
Lotta Kauppi	draft illustration design	7 Aug 2009	final illustration design	12 Sep 2009	
Simo Haanpää	advising tile logics		research siirtolapuutarha in uusimaa	7 Sep 2009	make info sheet about Finnish situation in Finnish/English?
	Everyone				
	contribute ideas to wiki regarding content transfer from medieval landscape (walled cities and fields) to contemporary cities (allotments & suburbs)	17 Jul 2009			
	We will all play first game; then take turns at presence in open games during the day; where anyone can play.	Megapolis2024 26.09.2009			
	We need to think about how to raise funds for paying illustration & good print copies. Maybe we open-source the project				
	We need to imagine future events in other places				
	We need to think about who would present				
	We need to think about flyers & posters				
	We need to think about promoting illustrators				
	We need to think about longer term strategy				

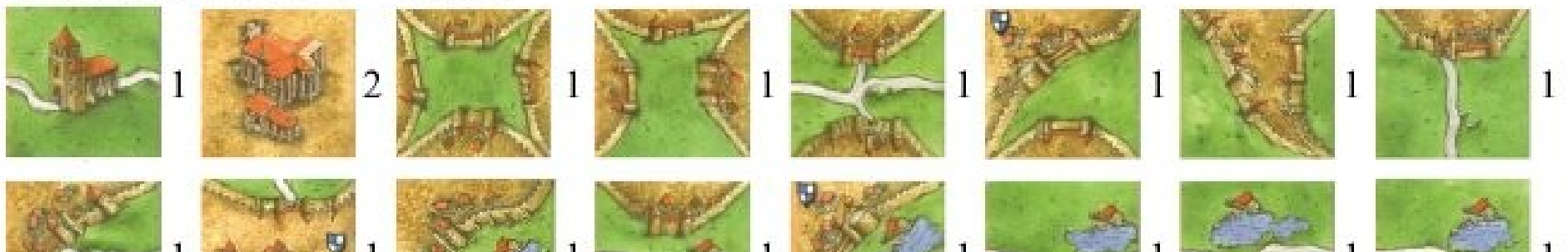
Sheet1



The Rive

and transfer

Original tile distribution sheets





* One of these is

SIIRTOLAPUUTARHAPELIT GAME DEVELOPMENT

The River

Identifying visual rhetoric and transfer



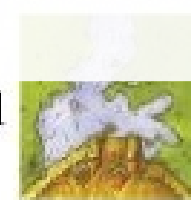
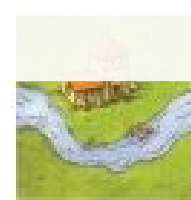
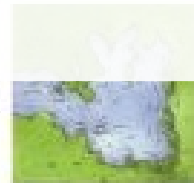
Transparency of game mechanics created by fan-community

Original tile distribution sheets

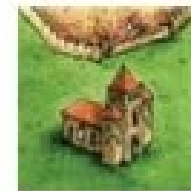
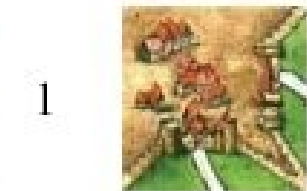


Identifying the quantity and logic in the game elements

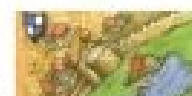
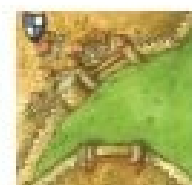
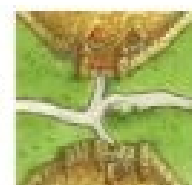
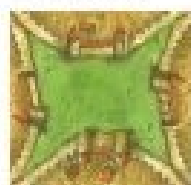
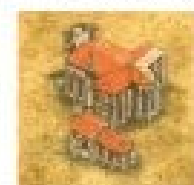
Question: **copying or opening up intellectual property?**



King – 5 tiles



Inns and Cathedrals – 18 tiles



SIIRTOLAPUUTARHAPELIT GAME DEVELOPMENT

Identifying visual rhetoric and transfer

Carcassonne	Siirtolapuutarhapelit
Walled cities	Allotment gardens
Walls	Fence or hedge or open-ditch
Farms/fields	Suburban areas
Roads with huts at crossings	Roads with pedestrian crossings
Monastery/Cloisters	Community-market for grown produce
Pennant in walled cities	Water taps
City tile with buildings only	Children's playground
River extension	River or motorway or Metro

SIIRTOLAPUUTARHAPELIT GAME DEVELOPMENT

Open illustration and publication online

Make transparent our process (tasks & preliminary sketches)

Multiple versions of the new Siirtolapuutarhapelit skin exploring,
Same game mechanics and message with different representations

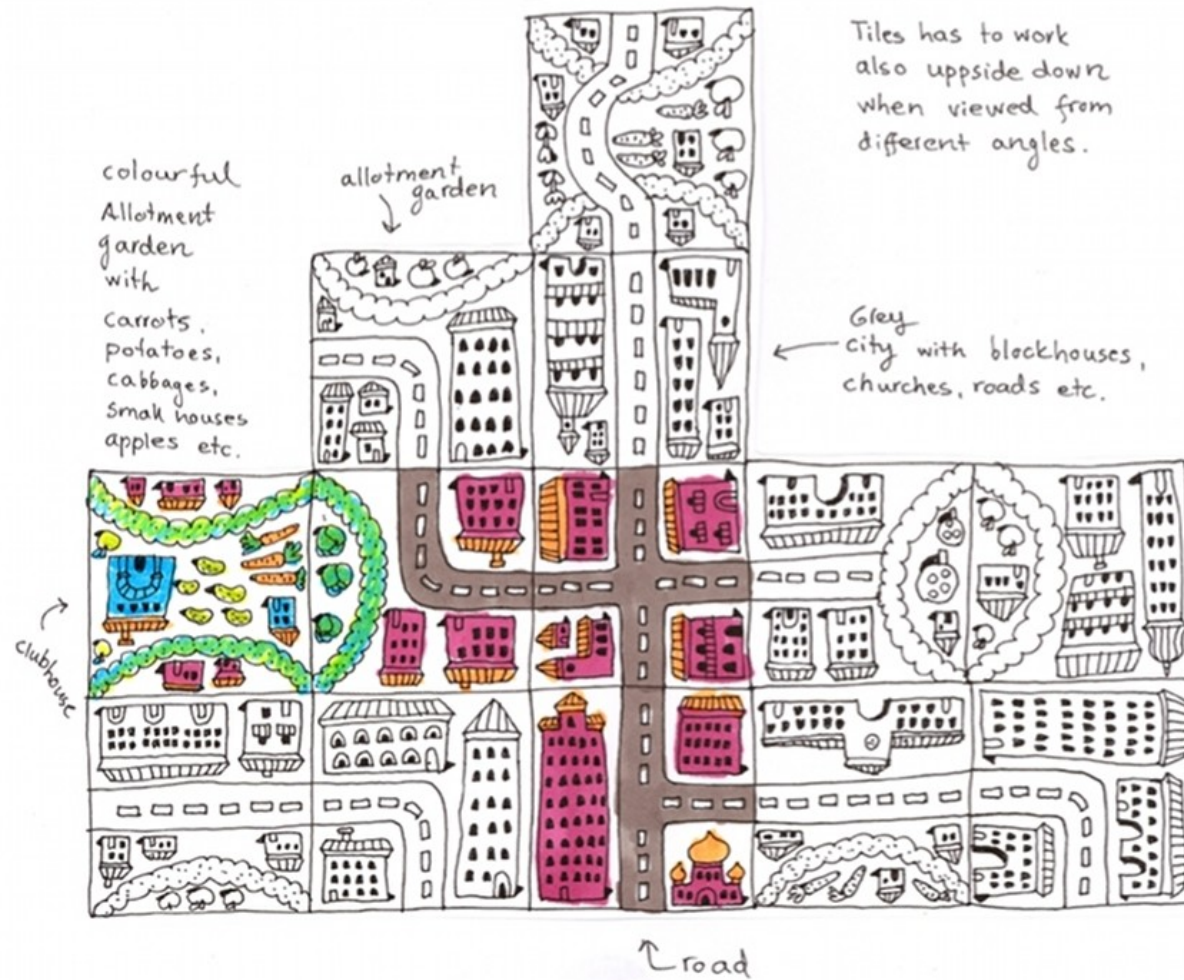
3 illustrators (Mejor, Kulka, Kauppi) = **3 styles, maybe more?**

Release designs as teasers (for supporters)



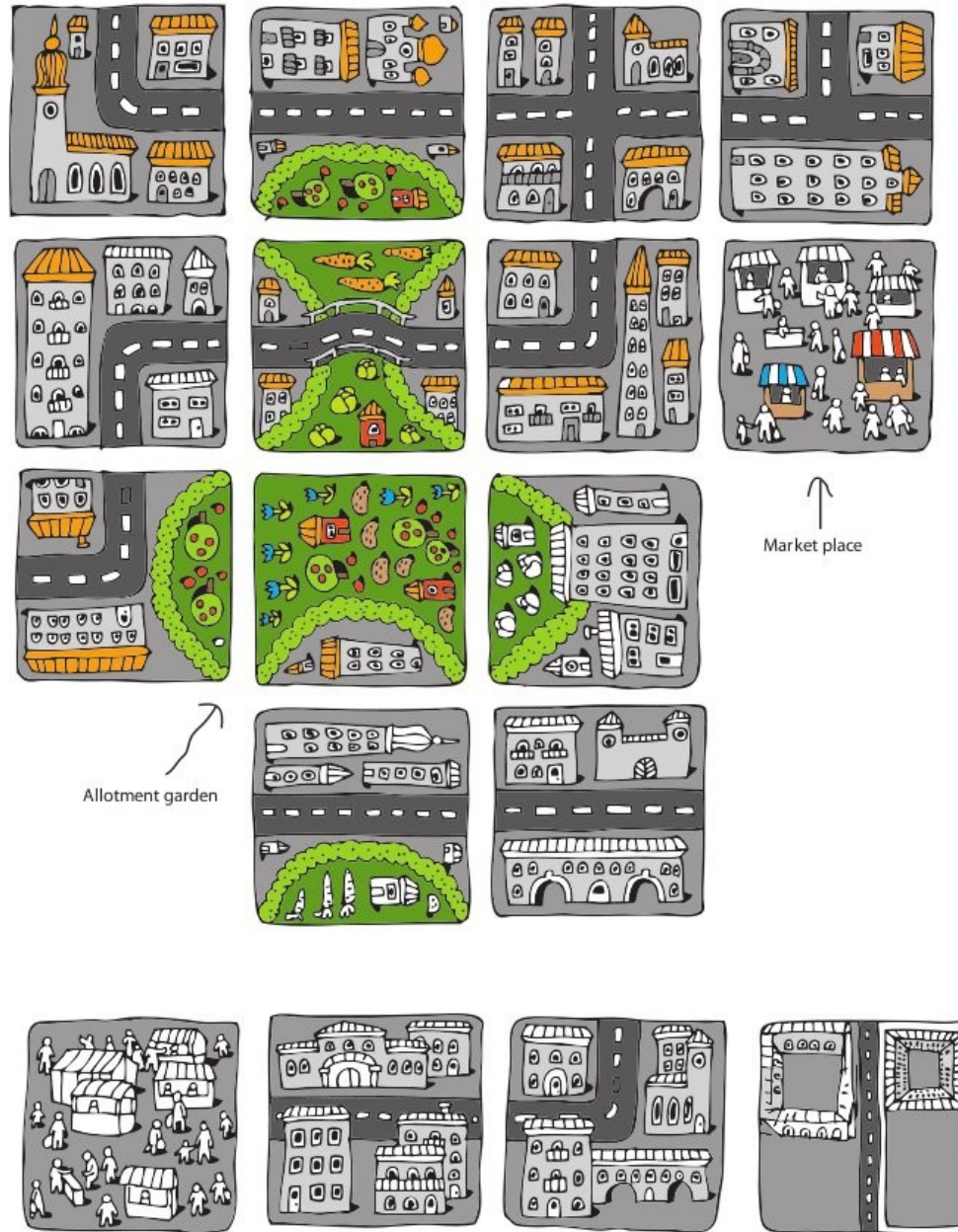


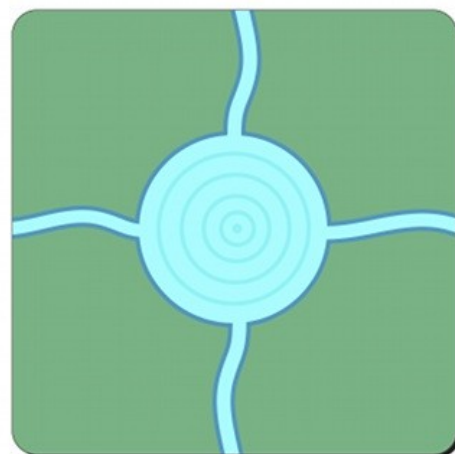
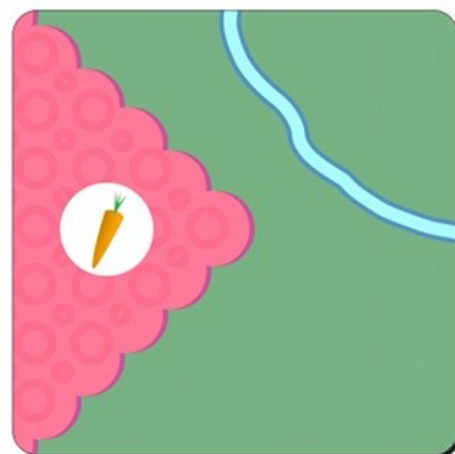
an sketches for
**Allotment
 garden** game
 design by
 Lotta Kauppi

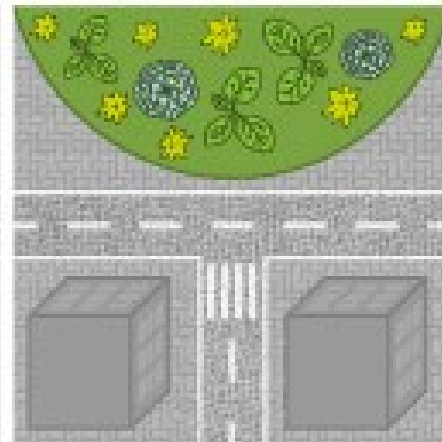
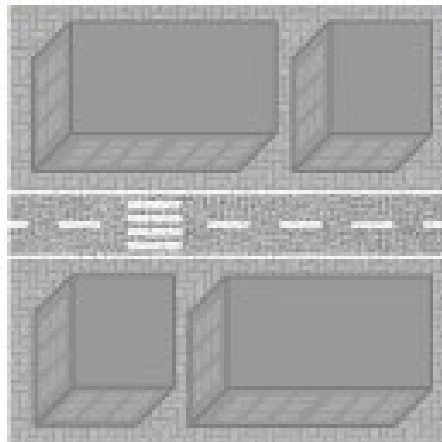
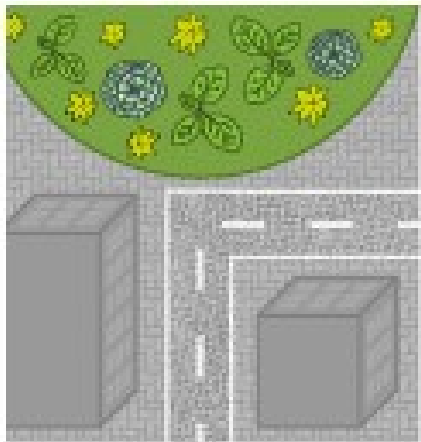
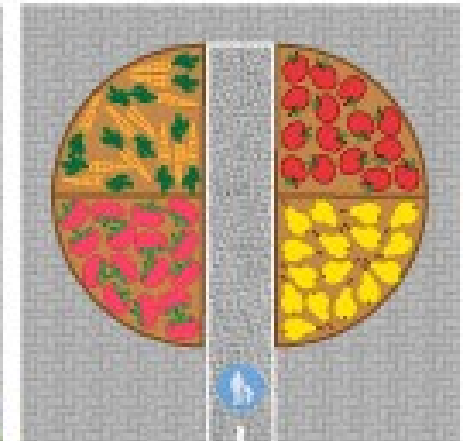
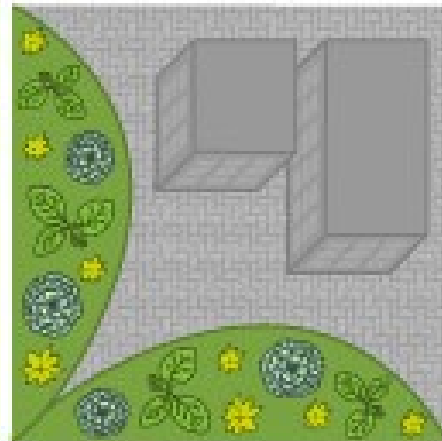
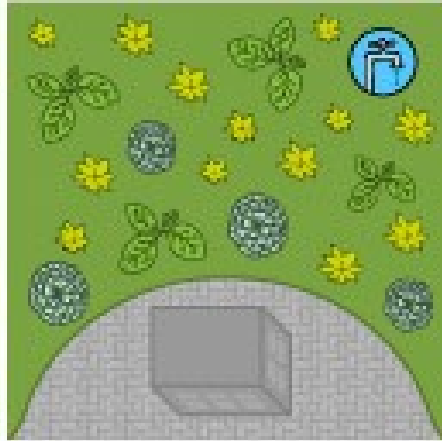
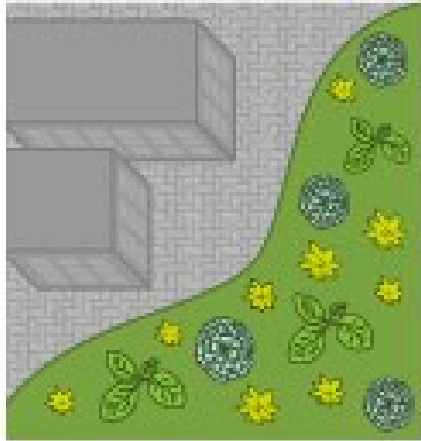


Schetches for
an Allotment garden game
design by Lotta Kauppi

Tiles for the game









SIIRTOLAPUUTARHAPELIT GAME DEVELOPMENT

Open illustration and publication online

Make transparent our process (tasks & preliminary sketches)

Multiple versions of the new Siirtolapuutarhapelit skin exploring,
Same game mechanics and message with different representations

3 illustrators (Mejor, Kulka, Kauppi) = **3 styles, maybe more?**

Release designs as teasers (for supporters)

'Print-n-cut' PDF versions (Creative Commons Attribution-Share-Alike)

To encourage others (players, illustrators, designers)

To learn-about, learn-how, print, play, share, borrow, remix

Siirtolapuutarhapelit

ALLOTMENT CULTURE & URBAN FARMING ACTIVISM

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Download

Here are the complete **new tile-designs** to download and play.

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'Siirtolapuutarhapelit' Tile Designs by Natalia Kulka

kulka_sp-pelit_basic_tiles_print_cc-by-sa.pdf | A4 | 9.5 MB

Designs released under Creative Commons Attribution-ShareAlike 3.0 License

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'Siirtolapuutarhapelit' Tile Designs by Wojtek Mejor

mejor_sp-pelit_basic_tiles_print_cc-by-sa.pdf | A4 | 13 MB

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Flat Meeble Pieces by Oskar Lindqvist

carc_meeble-pieces_by_oskar-lindqvist.zip | A4 | 200 KB

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Sourced: <http://www.boardgamegeek.com/file/info/27469>

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Siirtolapuutarhapelit – Allotment Games

development team:

Andrew Paterson (SCO/FI), Natalia Kulka (PL), Wojtek Mejor (PL),
Lotta Kauppi (FI), Simo Haanpää (FI)

design:

Natalia Kulka

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more info:

<http://siirtolapuutarhapelit.wikidot.com>

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design:

Wojtek Mejor

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photo textures by:

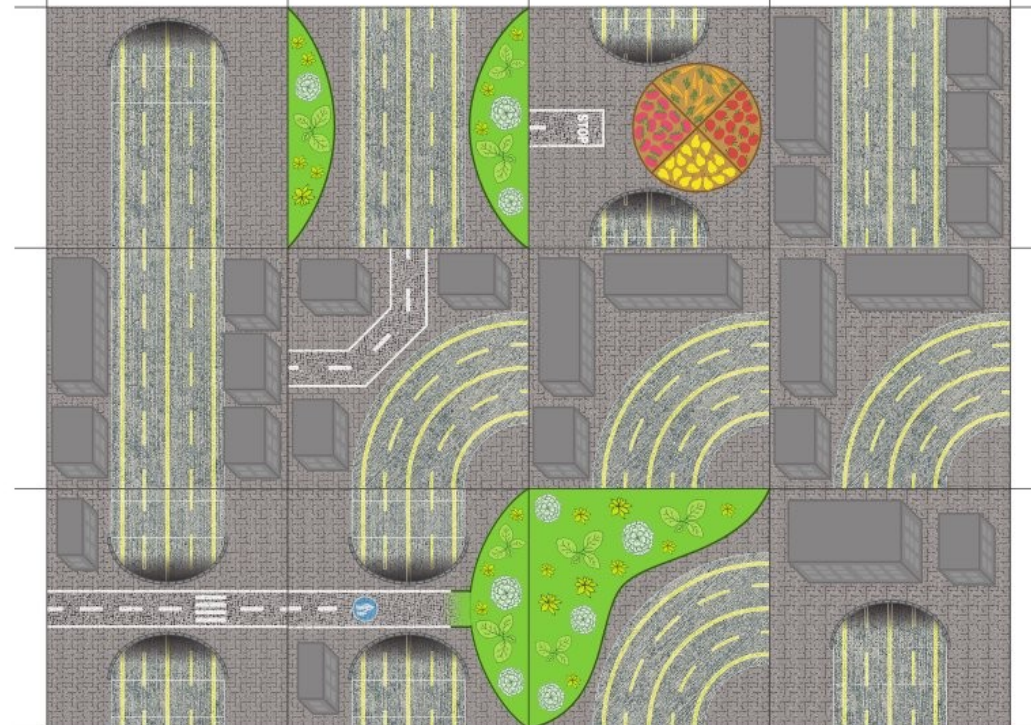
<http://www.cgtextures.com>

more info:

<http://siirtolapuutarhapelit.wikidot.com>

instructions:

1. Print on A4 sheets with colour printer.
2. Glue sheets on cardboard (spray glue recommended).
3. Cut out tiles along trim lines (guillotine recommended).



SIIRTOLAPUUTARHAPELIT GAME DEVELOPMENT

Game-play at Megapolis2024

4 games played at public debut on 26.09.2009

2-3 new persons participated on each occasion

No structured feedback or interview with players

Casual conversation indicated that people joined for a variety of reasons

Curiosity, fun, support for agenda, interest in 'serious' games

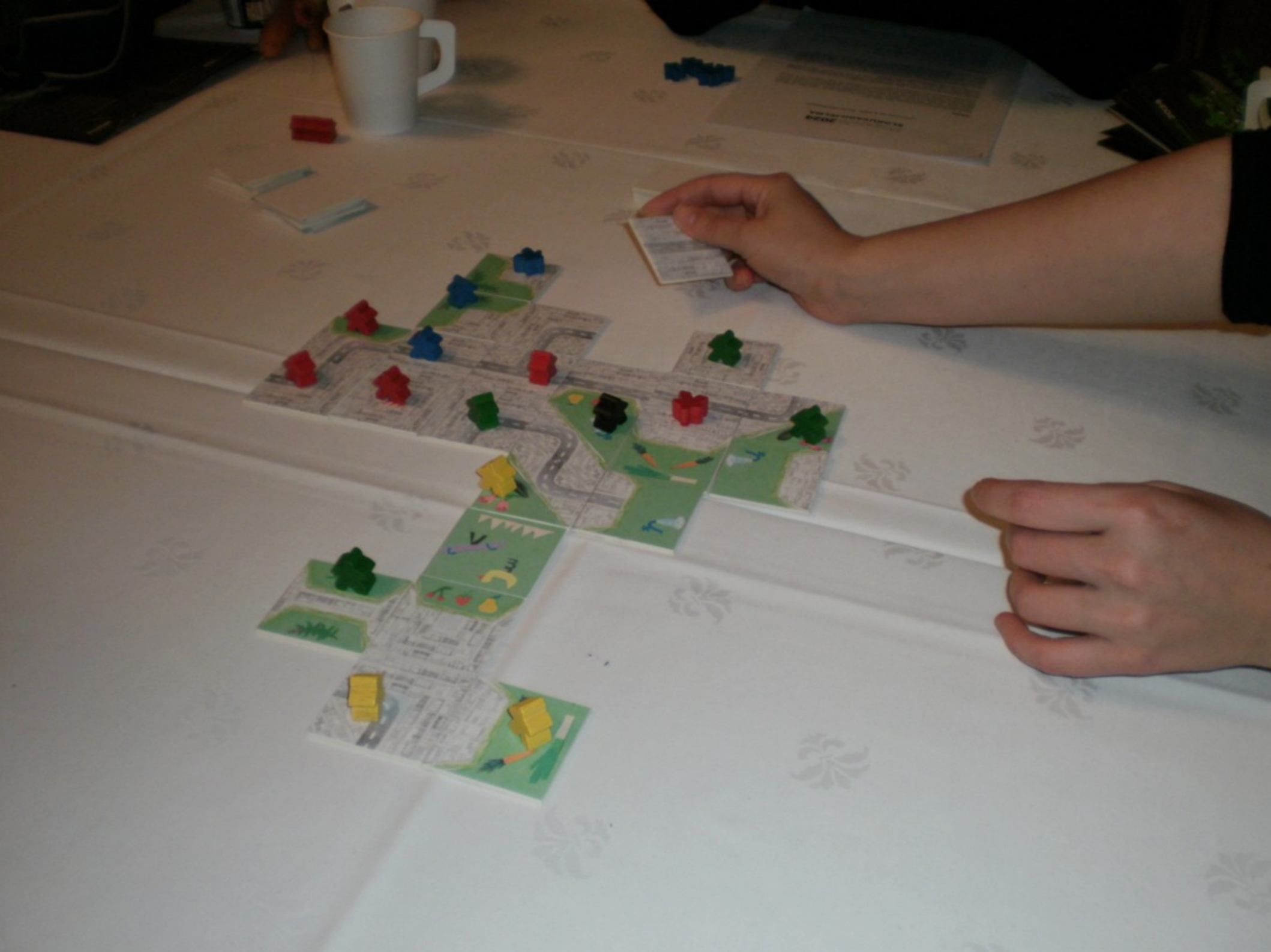
Siirtolapuutarha

Allotment game



allotment culture & urban landscape









SIIRTOLAPUUTARHAPELIT GAME DEVELOPMENT

Future plans

Invite others into process (other illustrators, artists, designers)

Use game as a way to meet Allotment garden association members, and learn about their experiences gaining a plot

Propose new game-play and illustration activity programmes with Educational and cultural organisations locally and in other countries

Develop relationship with Children's and Youth Gardening Association in Helsinki



CONCLUSION

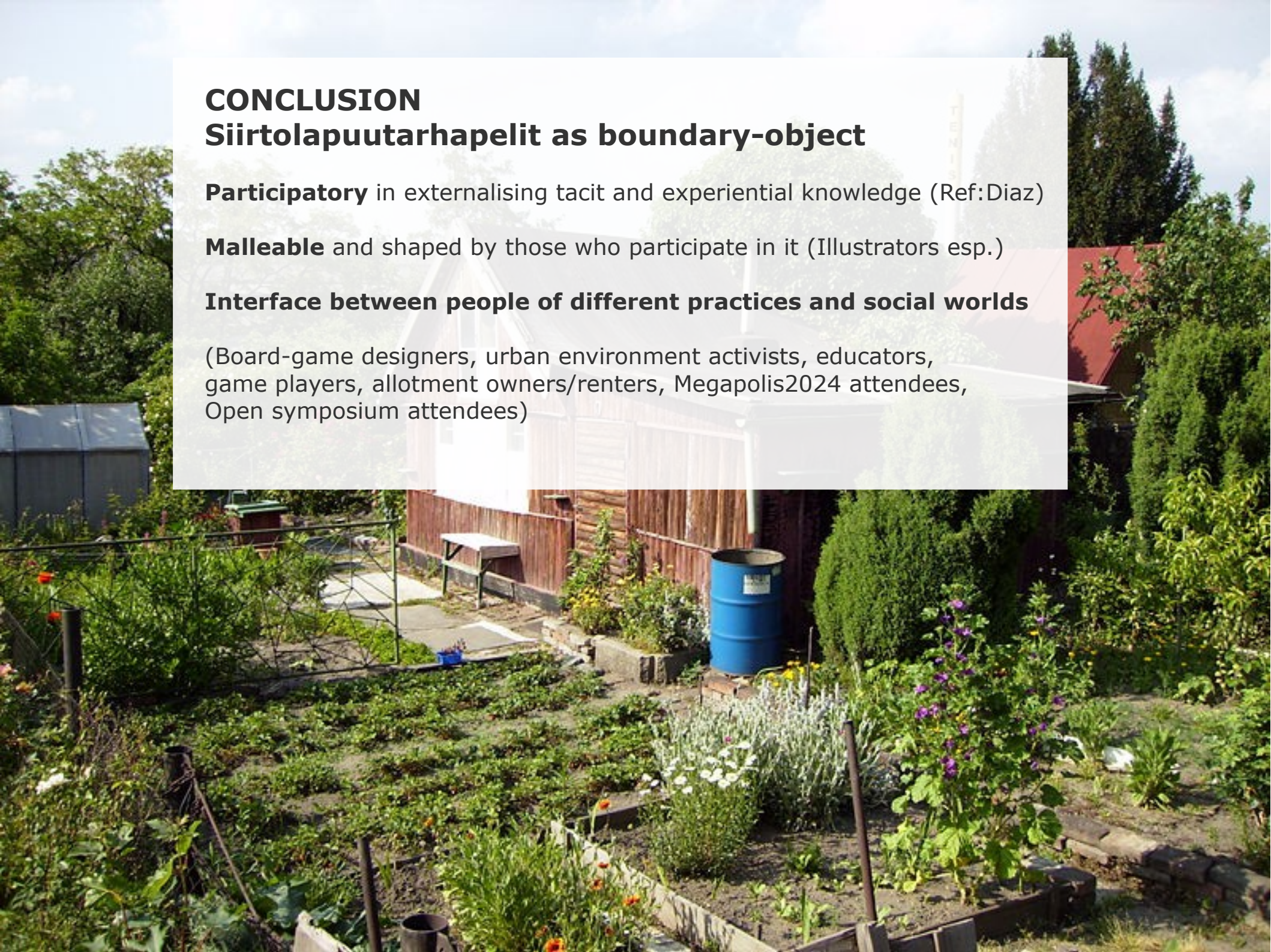
Siirtolapuutarhapelit as boundary-object

Participatory in externalising tacit and experiential knowledge (Ref:Diaz)

Malleable and shaped by those who participate in it (Illustrators esp.)

Interface between people of different practices and social worlds

(Board-game designers, urban environment activists, educators, game players, allotment owners/renters, Megapolis2024 attendees, Open symposium attendees)



CONTACTS

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